

Hidden Monster

Activity	Timing
Introduce Project	10 mins
Main Activity	35 mins
Final test & debug	5 min
Share with parents and adults	10 mins

Overview

The children will create a hide & seek game featuring a monster which they have crafted themselves offline. The aim of the game is to find the hidden star without waking the sleeping monster.

Learning Objectives

- To confidently use different 'Start On' blocks
- To use concurrency to make a movement and a sound happen at the same time.
- To use an object from the real world in their coding.

National Curriculum

- English: to maintain attention and participate actively in collaborative conversations, staying on topic and initiating and responding to comments.
- Computing: to use technology purposefully to create, organise, store, manipulate and retrieve digital content

EYFS Curriculum Links

Communication & Language: Listening and attention (40-60+ Months)

- Maintains attention, concentrates and sits quietly during appropriate activity.

Warm Up: Monster Coders

- Ask 3-4 children to be the ghosts. Sit them on chairs spread out around the room.
- Pick a 'monster' who needs to travel from the one end of the room to other without bumping into a ghost. The monster can only move by following instructions from the 'Monster Coders.' Initially make the TA or tutor the monster, but once the children have got the hang of giving precise instructions allow other children to have a go.
- First time: allow the monster coders to direct the monster without any support. *Are your instructions specific enough?* Support them to give clear and precise instructions, e.g. forward 3 steps. Left 2 steps. Forward 1, etc.
- Repeat and swap roles.

Introduction (discuss the project together, share ideas and create excitement)

- *Do you know what a monster is? Can anyone think of any monsters?* Dragons (Zog), The Gruffalo, Sulley (Monsters Inc), the huge snow monster (Frozen), Big Foot, etc. *Where do these pretend monsters lives?*
- Show the children the main version of the 'Hidden Monster' game. Explain that you used Scratchjr to code your own version of a Hide & Seek game. Today we're going to do the same!
- Watch the project again. Tell the children to pay close attention to the monster. Do they notice anything unusual about it? *Did you see my monster picture? How do you think I made it go inside my tablet?* You're going to make your own monsters, and then use coding 'magic' to put them inside your game.
- Depending on the experience level of your group you may need to spend some time showing them the different parts of the Scratchjr interface.
- If some children in your group have already used Scratchjr they could work with the TA to look and discuss the code used in the project, focusing particularly on the different start blocks, and the details used to make the room spooky (drawing, sound effects, etc.)

Hidden Monster

Main Activity Key questions and teaching

1. Select the empty room as your background. *How could we make it look spooky? What colours will you use?* Only let children make 1-2 changes so that the room isn't too busy.
2. Open the Paint Editor and use the circle tool to draw a large circle. Use the camera tool to take a photo of your monster (children may need support to locate the camera on their tablets and position it correctly). Add this character to your project and resize it using the shrink/grow blocks.
3. Add the other characters: the star, and 3-4 objects for the monster/star to be hidden behind. Younger coders can select theirs from the library, while older coders can edit library characters or draw their own.
4. Position the characters, making sure that the monster and the star are hidden behind another character.
5. Code the 3-4 objects to [hide] and [play recorded sound] when tapped, e.g. "nothing here", or "well done! You found the star". Add a [show] block at the end for any objects which aren't hiding the monster or the star. You could show advanced coders how to drag and copy code from one character to another.
6. Code the star to flash or change colour on the [green flag].
7. Whichever object is hiding the monster will need to include an additional line of code so that it sends an orange message to the monster when it is tapped.
8. On receipt of the message, code the monster to concurrently [grow], [jump] and [quickly] [go up] + [say - Don't wake me up]. This effect can be simplified or extended according to the abilities of your group.
9. **Younger or less advanced coders could stop here. The remaining steps are optional extras.**
10. Add the second page. Code the object which hid the star to switch to page 2 when it is tapped.
11. Go to page 2. Pick a night-time background and add the star(s). A good trick is dragging and dropping the star from page 1 to page 2, (the code is also copied if you do this).
12. Add the remaining characters: the monster and an object for the monster to pop up from behind.
13. Code the monster to pop up and move across the screen to the star.
14. Code one of the characters to play the recorded sound: "Thank you for finding my star. The sky looks so much better!" [on green flag].
15. If anyone finishes early, they could also add in a bat character to page 1 and code it to fly across the screen.

Teaching points

- Be prepared to give extra support and teaching when it comes to using the messaging blocks.
- Encourage children to test and debug throughout.
- Help the children to use the camera and take a photo of their monster.

Possible Extensions

- When the monster is found he can run off to another page and play tag with his monster friends. See coding sheets below.

To Simplify

- Have fewer objects for the monster to hide behind.
- Just look for the monster
- Only have one scene

Finishing up

- Show and tell for collecting parents and adults. Have the children give the game to the parents to play. Encourage the children to explain what they did.

Resources



Resources

